

Cybermen Rules v1



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General rules regarding Cybermen:-

- In the rest of the rules the use of the Cybermen should include Cybermen carrying humans, Cyberlieutenants and Cyberleaders unless specifically mentioned elsewhere in the paragraph.
- Cybermen have a facing, which is used to determine the direction of any gun or energy beam attacks they may make.
 - Wedding Guests (humans) do not have a facing.
- After a Cyberman is moved, the moving player determines which of the four possible directions it faces.
- Guns and Energy Beams are used to capture humans, not kill them. Cybermen are intent on converting humans, not killing them.
- Only a partially converted Cyberman may ever destroy other Cybermen in combat. Cybermen may freely attack a partially converted Cyberman. If they win in combat, the loser is destroyed rather than captured.
- Cyberlieutenants and the Cyberleader may never use items or tokens.

Capture

When a character is captured, place the character on the successful Cyberman counter.

- If you have a Geek, Bride or Groom in your group, the Cyberman will choose them first. If not, then you choose one character to be captured.
 - This character's GÇÖs ability can no longer be used.
- Restore your Escape and Fatigue tokens to 3 each if less than 3.
- Your turn is ended.
- During the Cyberman movement phase of the turn, move any Cyberman carrying a human towards the nearest Cyberconversion Unit.

Cyberconversion



[Partial Conversion summary card](#)

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Partial Conversions

If there is a glitch in the Cyberconversion process resulting in a Cyberman that retains their humanity:-

- This Cyberman character may be moved during the turn of original player.
- The Cyberman moves separately to any humans moved by the player
- It moves as a Cyberman without using die rolls.



Cyberleaders

" Place the Cyberleader figure at the conversion chamber where the player's last surviving group member was converted.

- Any items cards they have in front of them are immediately discarded.
- From now on, no other player in the game moves Cybermen, they may roll as normal - but the Cyberleader chooses which Cybermen to move and where.
 - Cyberlieutenants are always moved first if possible and are controlled by their players. The order of precedence is oldest to youngest Cyberlieutenant.
- If the Cyberleader is destroyed, another player may become the new Cyberleader.



Cyberlieutenant summary card

" If a player has all their characters converted to Cybermen, and they are unable to take over the role of Cyberleader, they instead become a Cyberlieutenant.

- Any items cards they have in front of them are immediately discarded.
- A Cyberlieutenant behaves as a normal Cyberman but they are only controlled by that player.
- Cyberlieutenants are always moved first in the Cyberman Phase. The order of precedence is oldest to youngest Cyberlieutenant.
- Cyberlieutenants cannot earn Victory Points.
- The oldest Cyberlieutenant automatically upgrades to Cyberleader if the Cyberleader is ever destroyed.
- Any item cards that are drawn as part of their turn may be traded with any other player for another card.
- If a Cyberlieutenant is destroyed, the player is out of the game.

Upgrades

Model	Speed	Weakness	Special Abilities	Cyberleader Special Abilities
Mark I	1	Solvents	Energy Beam, Mind Control	N/A
Mark II	2	Solvents	Mind Control	Mind Control
Mark III	2	Gold	Energy Beam, Guns	Energy Beam
Mark IV	2	Gold	Energy Beam, Guns, Mind Control	Mind Control
Mark V	3	Hacking	Energy Beam, Guns	Energy Beam

Special Abilities

During the Cyberman Special Abilities phase, a die worth of Cyberman must use their abilities.

- The player whose turn it is chooses which Cybermen use their abilities unless there is a Cyberleader or Cyberlieutenants.

- If there is a Cyberleader, they determine which Cybermen use their special abilities.
- Cyberlieutenants may always use their abilities first. They may choose not to use their abilities so another Cyberman can use theirs instead. The order of precedence is oldest to youngest Cyberlieutenant.

Energy Beam



Gun range

“ Any player within 8 squares of the front of this Cyberman that isn't out of line of sight (ie no hedge or building in the way) is shot with a cybergun.

- Cybermen cannot shoot through other Cybermen or Cyberconversion Units.
- The player hit is injured and must reduce their movement roll by half for the next two turns.

Mind Control